



# ADMIRAL JAROK

*...when he looks down at the first smile of his baby girl and realizes he must change the world for her...*

**AMICABLE**  
Grant Passage on 3+

## BUILDING PHASE

1. Ascend
2. Lowest Resource Node near Romulus
3. Colonize Planet far from any Rival
4. Research Node far from any Rival
5. Fleet near Strongest Rival
6. Culture Node far from any Rival

## COMMAND PHASE

1. Government Priority
2. Explore from Starbase until 5 Culture and 1 Phenomenon
3. Hegemonize nearest Independent Planet if 4+
4. Government Priority
5. Trade Agreement if Good 3+, Fair 4+, Poor 5+
6. Revoke if Ascending 3+, Cultured 4+
7. Study Phenomenon if 5+
8. Use Mining Fleet far from any Rival
9. Starbase near Strongest Rival
10. Garrison Starbase near Strongest Rival
11. Shields if any Rival has better Shields
12. Research Advancement on 3+

## BECOME WARLIKE

- Invasion or Space Battle
- Borg within 2 Systems
- Rival Ascending



# ADMIRAL JAROK

*...when he looks down at the first smile of his baby girl and realizes he must change the world for her...*

Grant Passage on 4+

WARLIKE

## BUILDING PHASE

1. Battle Group near Attacker
2. Research Node near Romulus
3. Production Node near Romulus
4. Colonize Planet near Romulus
5. Culture Node near Romulus
6. Ascend

## COMMAND PHASE

1. Government Priority
2. Weapons
3. Space Battle against nearest Attacker if 2 Advantage
4. Invade nearest Planet of Attacker if 2 Advantage
5. Starbase near Attacker
6. Hegemonize nearest Independent or Attacker's Planet if 4+
7. Use Mining Fleet near Romulus
8. Trade Agreement if Good 3+, Fair 4+, Poor 6
9. Revoke if Allied to Attacker 4+, Ascending 4+
10. Garrison Starbase near Strongest Peaceful Rival or Romulus
11. Research Advancement on 3+

## BECOME AMICABLE

- Exchange Trade Agreement
- Take Home System



# CHAIRMAN KOVAL

*You broke the cardinal rule of our profession.  
You allowed business to become personal.*

**AMICABLE**  
Grant Passage on 4+

## BUILDING PHASE

1. Ascend
2. Culture Node near Romulus
3. Fleet near Weakest Rival
4. Research Node near Romulus
5. Colonize Planet far from any Rival
6. Production Node near Romulus

## COMMAND PHASE

1. Government Priority
2. Trade Agreement if Good 3+, Fair 5+, Poor 6
3. Revoke if Cultured 4+, Adjacent Fleet 3+
4. Use Mining Fleet far from any Rival
5. Hegemonize nearest Independent Planet if 4+
6. Government Priority
7. Garrison Starbase or Colony near Romulus
8. Study Phenomenon if 5+
9. Starbase far from any Rival
10. Weapons if any Rival has better Weapons
11. Research Advancement on 3+
12. Explore from Starbase until 5 Culture and 1 Phenomenon

## BECOME WARLIKE

- Invasion or Space Battle
- Hegemony Attempt
- Borg within 2 Systems



# CHAIRMAN KOVAL

*You broke the cardinal rule of our profession.  
You allowed business to become personal.*

**WARLIKE**  
Grant Passage on 4+

## BUILDING PHASE

1. Battle Group near Attacker
2. Production Node near Romulus
3. Research Node near Romulus
4. Colonize Lost Colony or Planet far from Attacker
5. Ascend
6. Culture Node near Romulus

## COMMAND PHASE

1. Government Priority
2. Weapons
3. Space Battle against nearest Attacker if 3 Advantage
4. Invade nearest Lost Colony or Attacker's Colony if 3 Advantage
5. Starbase near Attacker
6. Hegemonize nearest Lost Colony or Attacker's Planet if 4+
7. Use Mining Fleet far from Attacker
8. Trade Agreement if Good 4+, Fair 5+, Poor 6
9. Revoke if Wealthier 4+, Adjacent Fleet 3+
10. Study Phenomenon if 5+

## BECOME AMICABLE

- Exchange Trade Agreement
- Take Colony



# PRAETOR SHINZON

*We are a race bred for war and conquest.*

**AMICABLE**  
Grant Passage on 4+

## BUILDING PHASE

1. Research Node near Romulus
2. Fleet near Weakest Rival
3. Production Node near Romulus
4. Culture Node near Romulus
5. Colonize Planet near Weakest Rival
6. Ascend

## COMMAND PHASE

1. Ignore Government Priority unless Change Leadership
2. Trade Agreement if Good 4+, Fair 5+, Poor 6+
3. Revoke if Captured a Home System 3+, Wealthy 4+
4. Weapons
5. Use Mining Fleet near Romulus
6. Space Battle against nearest Hostile Rival if Advantage
7. Invade nearest Independent or Hostile Planet if Advantage
8. Garrison Romulus
9. Study Phenomenon if 4+
10. Starbase near Weakest Rival
11. Research Advancement on 4+
12. Explore from Romulus until 3 Culture and 1 Phenomenon

## BECOME WARLIKE

- Invasion or Space Battle
- Captured a Home System
- Hegemony Attempt
- Rival Ascending



# PRAETOR SHINZON

*We are a race bred for war and conquest.*

**WARLIKE**  
Grant Passage on 4+

## BUILDING PHASE

1. Battle Group near Attacker
2. Production Node near Romulus
3. Research Node near Romulus
4. Colonize Planet near Romulus
5. Culture Node near Romulus
6. Ascend

## COMMAND PHASE

1. Ignore Government Priority unless Change Leadership
2. Weapons
3. Research Advancement on 3+
4. Space Battle against nearest Attacker if 2 Advantage
5. Invade nearest Independent or Attacker's Planet if 2 Advantage
6. Use Mining Fleet near Romulus
7. Trade Agreement if Good 4+, Fair 5+, Poor 6
8. Revoke if Ascending 4+, Captured Home 3+
9. Starbase near any Rival
10. Garrison Romulus or Starbase near Romulus
11. Explore from Romulus until 3 Culture and 1 Phenomenon

## BECOME AMICABLE

- Exchange Trade Agreement
- Take Home System



# COMMANDER SELA

*All that's left now is Romulan. Never doubt that.*

**EMICABLE**  
Grant Passage on 4+

## BUILDING PHASE

1. Ascend
2. Research Node near Romulus
3. Fleet near Weakest Rival
4. Culture Node near Romulus
5. Production Node near Romulus
6. Colonize Planet far from any Rival

## COMMAND PHASE

1. Government Priority
2. Research Advancement on 3+
3. Hegemonize nearest Independent Planet if 4+
4. Study Phenomenon if 4+
5. Explore from Starbase until 4 Culture and 1 Phenomenon
6. Trade Agreement if Good 3+, Fair 4+, Poor 6
7. Revoke if Adjacent Fleet 3+, Technological 4+
8. Starbase near any Rival
9. Garrison Romulus or Starbase near Romulus or Colony with Culture near Rival
10. Use Mining Fleet near Romulus
11. Shields

## BECOME WARLIKE

- Invasion or Space Battle
- Captured a Home System
- Hegemony Attempt
- Rival Ascending



# COMMANDER SELA

*All that's left now is Romulan. Never doubt that.*

**WARLIKE**  
Grant Passage on 4+

## BUILDING PHASE

1. Research Node near Romulus
2. Battle Group near Attacker
3. Production Node near Romulus
4. Colonize Planet near Romulus
5. Culture Node near Romulus
6. Ascend

## COMMAND PHASE

1. Government Priority
2. Study Phenomenon if 4+
3. Research Advancement on 3+
4. Space Battle against nearest Attacker if 2 Advantage
5. Explore near Peaceful Rival until 4 Culture
6. Hegemonize nearest Attacker or Independent Planet if 4+
7. Starbase near Attacker
8. Garrison Starbase near Attacker, Colony near Attacker, or Romulus
9. Use Mining Fleet near Romulus
10. Trade Agreement if Good 4+, Fair 5+, Poor 6
11. Revoke if Adjacent Fleet 3+, Technological 4+

## BECOME AMICABLE

- Exchange Trade Agreement
- Exterminate Attacker